

# Kerry Bodine

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## Education

**Master of Human-Computer Interaction**  
Carnegie Mellon University

**Bachelor of Arts with Honors**  
Indiana University

Double Majors in Cognitive Science and Psychology  
Minor in Computer Science  
Year abroad at The University of Adelaide, South Australia  
Phi Beta Kappa

## Experience

### BodyMedia

Pittsburgh, Pennsylvania

#### Interaction Designer (Consultant)

January 2004 - October 2004

Conducted competitive analysis and field-based user research to inform the design of a wearable body monitor. Designed print instructions for proper placement of the device. Designed the interaction for accompanying web and mobile applications, created digital prototypes, and assessed usability.

### Carnegie Mellon University

Pittsburgh, Pennsylvania

#### Research Programmer

June 2002 - June 2004

Developed an electronic technical manual for a wearable computing platform. Drew design recommendations from observed work practices of U.S. Navy personnel. Designed the speech interaction and collaborated on visual design. Developed and executed empirical studies to test multimodal interaction. Implemented prototypes in Java, HTML, and Javascript.

### Intraware, Inc.

Orinda, California

#### Senior Manager of Web Development & Operations

November 2000 - August 2001

Managed and defined the strategic direction for a group of eleven user interface designers and web developers. Oversaw the design, development, and user testing of Intraware's corporate website and web applications. Authored the user interface design and usability testing portions of Intraware's iterative application development methodology.

#### Web Operations Manager

October 1999 - November 2000

Managed the daily activities of six user interface designers and web developers. Managed technical relationships with online partners and oversaw the development of several co-branded websites. Participated on project teams as usability and user experience expert.

#### Web Project Manager

February 1999 - October 1999

Project managed the development of three-tier web applications. Participated in developing user requirement specifications. Designed and developed a Perl application that managed requests for new web pages and automated the creation of template-based static web pages.

## Skills

### Methods

Cognitive Walkthrough  
Contextual Inquiry  
Experimental Design  
GOMS Modeling  
Heuristic Evaluation  
Survey Design  
Think-Aloud Protocols  
Use Case Development

### Design

Illustrator  
InDesign  
Photoshop  
Visio

### Digital Prototyping

Flash/Actionscript  
HTML/DHTML  
Java/Swing  
Javascript  
Perl  
SQL  
VXML

### Physical Prototyping

Basic Stamp  
Plastic Vacuum Forming  
Weaving  
Woodworking

## Interests

Wearable Computing  
Fashion & Textiles  
Multimodal Interaction  
Product Design  
Social Psychology

## Et Cetera

To read about my thoughts on wearable technology, design, fashion and culture, visit [www.styleborg.com](http://www.styleborg.com)

## Experience Continued

### **PriceWaterhouseCoopers**

San Francisco, California

#### **Management Consultant**

November 1996 - December 1998

Implemented enterprise-level business solutions for clients such as NEC and the University of Southern California. Provided technical support for projects and client engagement activities within two national data centers. Taught a series of twelve-week classes on UNIX, Oracle, C, SQL, and PowerBuilder.

### **Indiana University Alumni Association**

Bloomington, Indiana

#### **Webmaster**

February 1996 - August 1996

Designed, implemented and maintained Indiana University's alumni relations website.

### **Indiana University Computing Services**

Bloomington, Indiana

#### **Instructor and Education Developer**

August 1995 - July 1996

Taught classes on HTML and on PC and Macintosh applications. Assisted in the development and evaluation of instructional materials.

### **AT&T Bell Laboratories**

Holmdel, New Jersey

#### **Research Intern**

June 1995 - August 1995

Designed and implemented a Perl application that allowed multiple users to share and interactively navigate through online catalogs.

## Publications

Bodine, K. & Gemperle, F. Effects of Functionality on Perceived Comfort of Wearable Devices. In the proceedings of The Seventh International Symposium on Wearable Computers. White Plains, NY, October 2003.

Bodine, K. & Pignol, M. Kinetic Typography-Based Instant Messaging. CHI'2003 Proceedings. Fort Lauderdale, FL, April 2003.